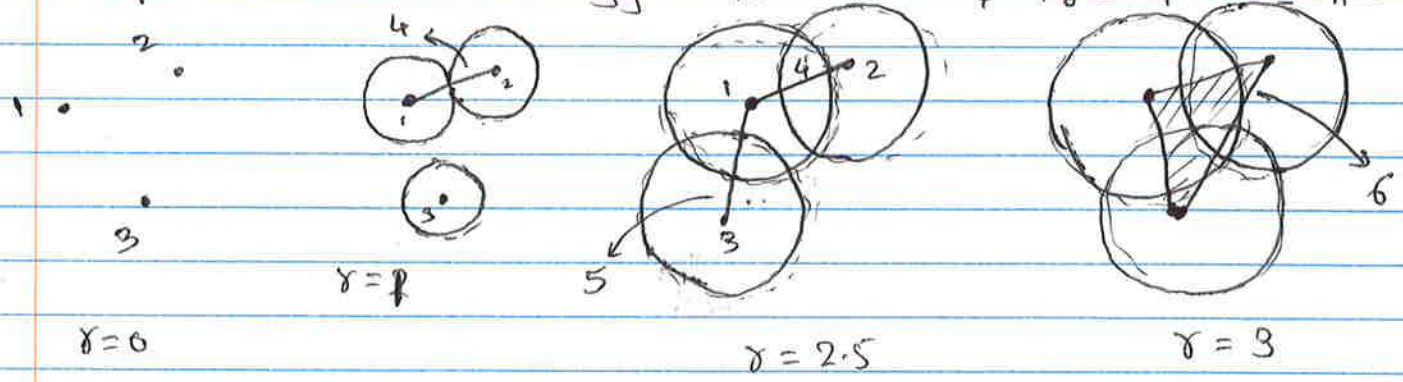


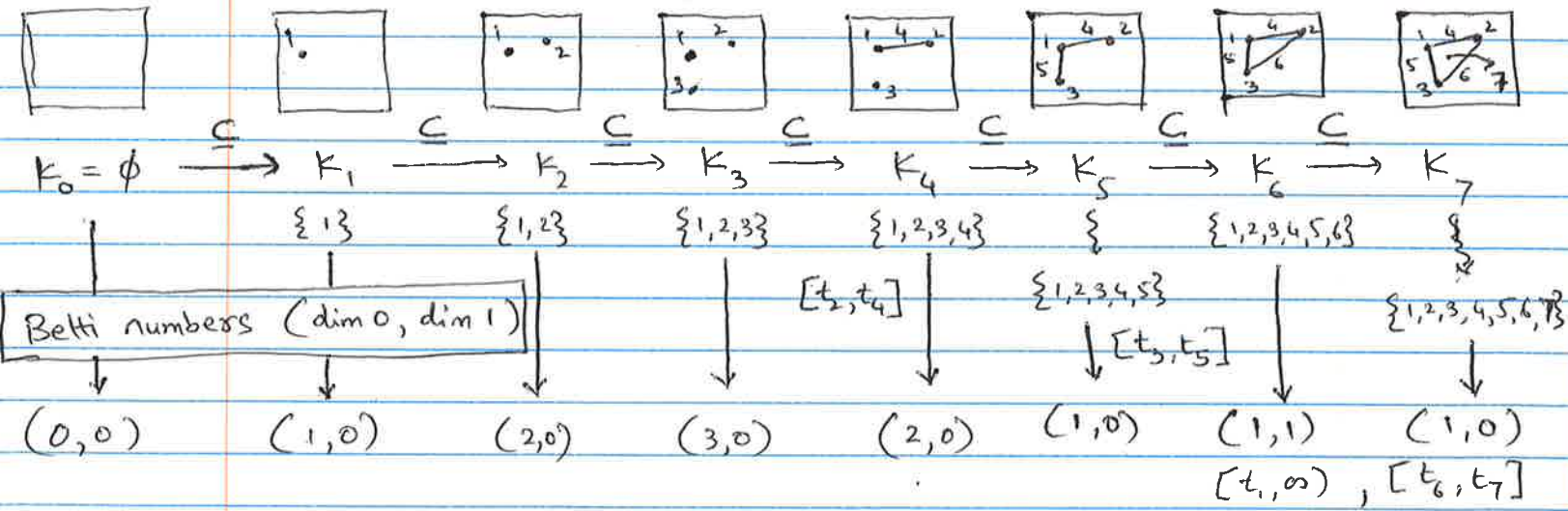
Feb 14

For computation, whatever the underlying space, we use a simplicial complex as a combinatorial representation of that space.

- Compute Homology of  $K$ : Simplicial Complex
- Compute Persistent homology: filtration  $\emptyset = K_0 \subseteq K_1 \dots \subseteq K_n = K$



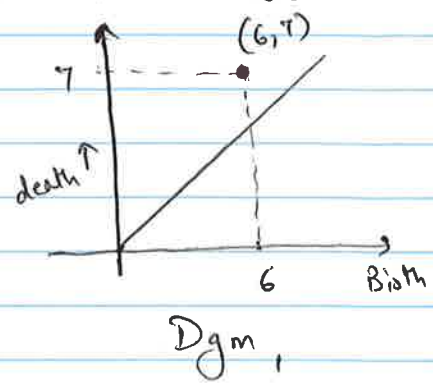
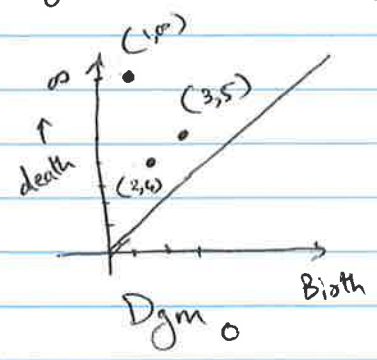
→ In the filtration: number simplices as they appear in the filtration. Vertices are numbered arbitrarily since all were present at  $\gamma=0$ .



- Appearance of edge 4 in  $K_4$  reduces  $\beta_0$  by 1. i.e. one of the components is destroyed. According to our arbitrary ordering of vertices, we consider the younger component gets destroyed (2 in this case)
- Component (vertex) 2 appeared in  $K_2$  and destroyed in  $K_4$
- In persistent diagram, we have a point  $(0, 1)$  radii at which component appeared & got destroyed.
- For complete ordering: edges come before triangles  $\therefore$  triangle is numbered 7.

Persistent Diagram: Visualization of change in homology.

- $\beta_0: [t_1, \infty) : (1, \infty)$
- $[t_2, t_4] : (2, 4)$
- $[t_3, t_5] : (3, 5)$
- $\beta_1: [t_6, t_7] : (6, 7)$

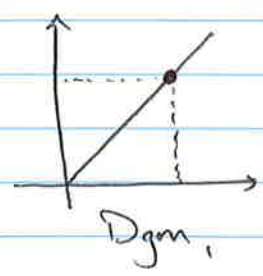
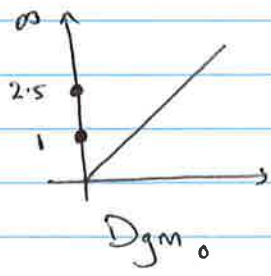


- Persistence = death - birth  
 (vertical distance from diagonal)

→ Appearance "time" & disappearance "time" may correspond to index of SC in filtration OR the radius of open balls corresponding to the SCs in filtration.

∴ For our first example!

→ the loop appears when edge 6 is added & disappears when triangle 7 appears!



In terms of radius, both simplices appear at  $r=3$   
 ∴ the loop falls on the diagonal → 0 persistence.

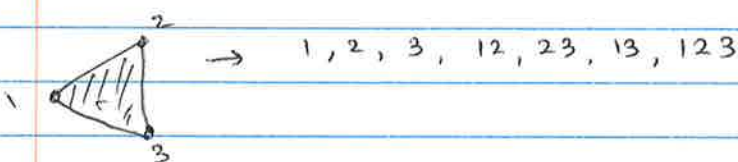
→ long lived features are significant ∴ high persistence ⇒ significance.

Suppose  $K$  is a simplicial complex. Let  $f: K \rightarrow \mathbb{R}$ .  
 if  $f$  is monotonic i.e.  $f(\sigma) \leq f(\tau)$  if  $\sigma$  is a face of  $\tau$  then we have a compatible ordering of simplices

$\sigma_1, \sigma_2, \sigma_3, \dots, \sigma_m$  s.t. if  $i < j$  then  $f(\sigma_i) \leq f(\sigma_j)$   
 or if  $\sigma_i \leq \sigma_j$  ( $\sigma_i$  is face of  $\sigma_j$ ) then  $f(\sigma_i) \leq f(\sigma_j)$

# Think of  $f$  as appearance time. for a simplex to appear, all of its faces must be present already.

$m \times m$  boundary matrix  $\partial$  :  $\partial[i, j] = \begin{cases} 1 & \text{if } \sigma_i \text{ is a codim/face of } \sigma_j \\ 0 & \text{otherwise.} \end{cases}$

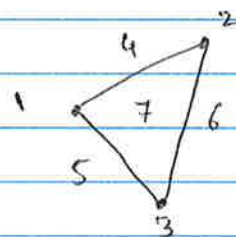


# Algorithm : Column operations : Adding columns from left to right to reduce  $\partial$  to 0-1 matrix  $R$ .

Def:  $\text{low}(j)$  : row index of the lowest 1 in column  $j$

$R$  is reduced when  $\text{low}(j) \neq \text{low}(j_0)$  if  $j \neq j_0$

Algo:  $R = \partial$   
 for  $j=1$  to  $m$  do  
   while  $\exists j_0 < j$  s.t.  
      $\text{low}(j_0) = \text{low}(j)$  do  
       add col  $j_0$  to col  $j$   
     end while  
 end for



$\partial =$

	1	2	3	4	5	6	7
1				1	1	✓	
2				1		✓	
3					1	✓	
4							1
5							1
6							1
7							1

$4+5+6$   
 $\uparrow$   
 $5+6$   
 $\uparrow$

$R = \partial V$  where  $V$  encodes all the column operations.

After reduction:

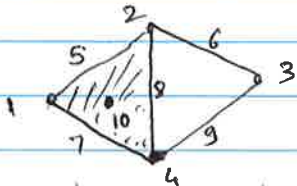
	1	2	3	4	5	6	7		1	2	3	4	5	6	7		1	2	3	4	5	6	7
1				1	1			1				1	1			1							
2				1				2			1		1				1						
3					1			3				1	1					1					
4							1	4						1					1		1		
5							1	5						1						1	1		
6							1	6							1						1		
7								7														1	

All three matrices are upper triangular.

- Boundary matrix  $\partial$  is always upper triangular ( $\because$  all faces must appear before simplex)
- Column operations only consider columns before the current  $\therefore V$  is also upper triangular.

dimension is the dim of row.

- in  $R$  (after reduction)
  - $\text{low}(4) = 2 \Rightarrow (2, 4) \rightarrow 0$
  - $\text{low}(5) = 3 \Rightarrow (3, 5) \rightarrow 0$
  - $\text{low}(7) = 6 \Rightarrow (6, 7) \rightarrow 1$



$\because$  2, 3 are vertices - dim 0  
6 is an edge - dim 1

	1	2	3	4	5	6	7	8	9	10
1	*				1		1	x	x	
2				1		1	(1)	(x)		
3				1				(1)		
4				1			(1)	(x)		
5										1
6										
7										1
8										1
9										
10										

- $\text{low}(5) = 2 \rightarrow (2, 5)$
- $\text{low}(6) = 3 \rightarrow (3, 6)$
- $\text{low}(7) = 4 \rightarrow (4, 7)$
- $\text{low}(10) = 8 \rightarrow (8, 10)$

2, 3, 4 are vertices  
 $\therefore$  first three are dim 0 features. last one is dim 1  $\because$  8 is an edge.

10 (\*) if column is empty & does not appear in RHS  $\Rightarrow$  it created a feature that didn't die  $\rightarrow$  col 1 Col 9